

How to play BATTLECARD KINGDOM

V. 1.0

questions email us at battlecardkingdom@hotmail.com

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You can play solitaire, 1 vs 1 or 2 vs 2 or 3vs3.....

1 Player vs 1 Player games

MIXING AND DEALING CARDS - You can play by mixing cards together from each person's deck, or playing with one deck, as long as both have the 2-1-1-1 ratio
Shuffle cards by making 6 piles of cards, roll 6d die and count left to right until you reach die amount and start with that pile, count again and add that pile and so on.

Both players roll 6d die to decide who goes first. The highest die gets to be dealer and will later have first turn. Use number from highest roll to count out cards. If highest roll was 4, then discard top three cards and look at 4th card, if 4th is a village card give to opponent, if not count 4 more cards and check again until fourth card is a village card. Using this method of only using the 4th card in deck then deal a village to yourself. Repeat this until both players have 2 villages and 3 warriors. If you go through whole deck turn the discard pile over and start again.

Place villages side by side and place the 3 warriors immediately into the battlefield to start in front of the villages. The dealer goes first following any special instructions on the village cards, then the opponent. Then the dealer follows any special instructions on their warrior cards, and then the opponent follows special instructions on their warrior cards.

TURNS - There are 4 parts to a turn, and they must be done in this order:-

ROLL A DIE and draw card and follow any special instructions. **SPAWN** cards from villages and assign weapons if any, then put cards into village to spawn on the next turn. **ATTACK** the enemy if so desired. Then your turn is over. All players **UN-TILT** all their warrior cards at the end of each new players turn.

ROLLING ---- dealer goes first, roll 6d dice, if 1 do not take card, if 2-6 then you will get card, count through deck and take card, (example if roll was 4, then discard top three cards and take 4th card). If you roll a 6, then take 6th and 7th cards, if you go through deck turn over and start again.

The same village may be attacked and can defend over and over.

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